

Efficacy of virtual reality therapies in pain management

1.Pain af.

2.(pain\$ or ache or stitch).ab,ti.

3.(burn\$ or heat or scald or injury or wound or operate\$).ab,ti.

4.((disease or illness or sickness) adj3 injury\$).ab,ti.

5.1 or 2 or 3 or 4

6.((Virtual reality or VR or virtual game or immerse\$ game or 3D game) adj3 (therapy or treatment or intervention)).ab,ti.

7.5 and 6

8.(randomized or randomly or random order or random sequence allocation or randomly allocated or at random or controlled clinical trial\$).tw,hw.

9.(cross-over studies or cross-over trial or within subject studies or within subject design or within subject trial).tw,hw.

10.Clinical trial.pt.

11.8 or 9 or 10

12.exp models, animal/

13.exp Animals/

14.exp Animal Experimentation/

15.12 or 13 or 14

16.Humans/

17.15 not 16

18.11 not 17

19.7 and 18